Luke Palmer

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Mission

To apply my knowledge and skill to make a better world, and have fun doing it!

Values

I value ***integrity***, ***simplicity***, and ***beauty*** in code, communication, and lifestyle.

Knowledge and Skills

Progamming Languages
- Experience with language design and implementation, especially EDSL design
- Familiarity with parsers, type checkers, code generators.
- Exposure to latest academic research in programming languages.
- Familiarity and experience with languages across the paradigm spectrum
- Huge Haskell nerd.

Video Games
- Experience balancing high-performance code and easy scriptability
- Procedural music, art, and level generation
- Some experience with shaders and physics engines

Communication & Leadership
- Presentation experience (I gave several talks at OSCON and YAPC in my Perl days)
- Training and experience in teaching and tutoring
- Plenty of conflict resolution experience as a bandleader

Cool Projects

Vatican - a virtual machine for purely functional languages, featuring *lazy specialization* (a particularly aggressive type of JIT)   github.com/luqui/vatican

Djest - deduces programs from tests   github.com/luqui/Djest

Community

github.com/luqui/   335 Stars

stackoverflow.com/users/33796/luqui/   40,000 reputation (top 0.5%)

lukepalmer.wordpress.com/tag/code/

References

Conal Elliott. 209-754-4773. conal@conal.net

Spencer Tipping. 545-730-8034. spencer@spencertipping.com

Max Rebuschatis. 707-217-3302. lincolnfrog@google.com

Career History

Google, Inc.
2013-2016

Software Engineer III, Chrome developer infrastructure.
Owner and maintainer of the recipe engine.   github.com/luci/recipes-py
Led migration of build recipes into each project's source repos from an unversioned hodgepodge.

Haskell Community
2006-present

Contributed 20 hackage modules to the community   hackage.haskell.org/user/LukePalmer
Became a well-known blogger about Haskell   lukepalmer.wordpress.com/tag/haskell

Clozure Associates
2012-2013

CRASH/SAFE, a full OS/PL/webserver stack formally verified for security.
Opus Modus, an algorithmic music composition tool.

Hubris Arts
2010-2012

Cofounder. We completed two games, *Gravmari* and *Life*, and launched a code sharing site called *CodeCatalog.net.*

socialmedia.com
2009-2010

Lambda Astronaut, building a portable, scalable ad and content architecture.

Anygma NV
2008

Software Engineer, building a graphical functional reactive (FRP) programming language for game designers. Worked with Conal Elliott, who founded FRP with Paul Hudak in 1997.

NetDevil/LEGO
2007

Software Engineer, LEGO Universe MMO game
Authored the Lua EDSL for scripting game objects and NPCs
Taught the designers (who were not programmers) how to use it

Perl Community
2002-2006

Member of the Perl 6 design team, working directly with Larry Wall and his cabal
Contributed 12 CPAN modules to the community   metacpan.org/author/LPALMER
Speaker at the O'Reilly Open Source Convention and YAPC
Contributed to the Perl 6 bootstrap and compiler, and Parrot virtual machine

Student, University of Colorado
2004-2006, 2010-2011

Studied Mathematics and Education
Teacher's Aid in undergraduate Physics, Mathematics, and Computer Science

Musician | Bandleader
2007-present

Keyboardist and Bandleader for Strange New Worlds, Stop and Go Orchestra, Darmok
Playing piano for tips on Pearl Street Mall summers 2010-2012

Teacher
2012-2015

Volunteer teacher at Hillview Middle School 2014-2015,
   designed and taught 8th grade coding elective curriculum.
Staff teacher at Family Learning Center (summer school) in 2012
Self-employed math and CS tutor in 2013

Career History

Software (blue)
Music (red)
Education (orange)
Teaching (green)

1992
1993
1998
1999
2000
2001

... birth, etc.

2002

Front Range Community College

2003

Active Contributor in the Perl Community

2004

In 2004, I was invited onto the official Perl 6 design team, where I served for 2 years, with Larry Wall and others.

2005

University of Colorado Boulder

Student of Mathematics
Teacher's Aid in undergraduate Physics, Mathematics, and Computer Science

2006

2007

NetDevil | LEGO   LEGO Universe MMO game. I authored the Lua DSL for scripting game objects and NPCs, and taught the designers how to use it.

2008

Strange New Worlds

Keyboardist | Bandleader

Anygma NV

2009

Socialmedia.com

Lambda Astronaut. Building a "portable, scalable ad and content architecture."

Software engineer. We were building a graphical functional reactive (FRP) programming language for game designers in Haskell. I met Conal Elliott, a prominent FRP researcher, and we became friends.

2010

Busking on Pearl Street Mall   (Summers) I rolled out my full-sized acoustic piano four days a week and played classical music for tips.

2011

The Afronauts   Keyboardist

Hubris Arts

University of Colorado Boulder

Student of **Education**.

Cofounder. We completed two games, *Gravmari* and *Life*, and started a code sharing site called *CodeCatalog.net*.

2012

Family Learning Center

Teacher. Started as volunteer, promoted to paid staff.

2013

Clozure Associates

2014

Stop and Go Orchestra

Keyboardist | Bandleader

Contractor. Worked on *opusmodus*, an algorithmic music composition program (in LISP), and *CRASH/SAFE*, a provably secure hardware/OS/PL stack (in Haskell)

2015

Google, Inc.

Hillview Middle School

2016

Chrome DevOps. Spearheaded migration of all build recipes into projects' source repos from centralized (unversioned) hodgepodge.

Volunteer Teacher. Designed and co-taught 8th grade coding elective.

2017

Darmok   Keyboardist | Bandleader

2018